



## CHARACTER SHEET

		CURRENT	
<b>ST</b>	[ ]	<b>HP</b>	[ ]
<b>DX</b>	[ ]	<b>WILL</b>	[ ]
<b>IQ</b>	[ ]	<b>PER</b>	[ ]
<b>HT</b>	[ ]	<b>FP</b>	[ ]

Languages	Spoken	Written
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]
	[ ]	[ ]

DR	TL: _____ [ ]
	<b>Cultural Familiarities</b>
	_____ [ ]
	_____ [ ]
	_____ [ ]

**BASIC LIFT** (ST × ST)/5 \_\_\_\_\_ **DAMAGE** Thr \_\_\_\_\_ Sw \_\_\_\_\_  
**BASIC SPEED** \_\_\_\_\_ [     ] **BASIC MOVE** \_\_\_\_\_ [     ]

ENCUMBRANCE	MOVE	DODGE
None (0) = BL _____	BM $\times$ 1 _____	Dodge _____
Light (1) = 2 $\times$ BL _____	BM $\times$ 0.8 _____	Dodge -1 _____
Medium (2) = 3 $\times$ BL _____	BM $\times$ 0.6 _____	Dodge -2 _____
Heavy (3) = 6 $\times$ BL _____	BM $\times$ 0.4 _____	Dodge -3 _____
X-Heavy (4) = 10 $\times$ BL _____	BM $\times$ 0.2 _____	Dodge -4 _____

<b>PARRY</b>	<b>Reaction Modifiers</b>
	Appearance _____ Status _____ Reputation _____
<b>BLOCK</b>	_____
	_____
	_____
	_____

[illegible][illegible]



